

1 **ABSTRACT**

2 In a client/server network system, multimedia content is streamed from one
3 or more servers to the client. The multimedia content includes multiple media
4 streams that can be streamed to the client from the same server or from different
5 servers. The user is able to modify the playback speed of the multimedia content,
6 allowing the playback to be either speeded up or slowed down.

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